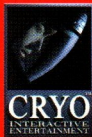


# **GADGET**

**PAST AS FUTURE**

**USER MANUAL**

 **SYNERGY INC.**



## WELCOME TO THE WORLD OF "GADGET - PAST AS FUTURE"

Be sure to read this instruction manual before beginning play

### CONTENTS

#### HOW TO SET UP "GADGET - PAST AS FUTURE"

- For users of Windows 95 **3**
- For users of Macintosh **5**
- About changing CD-ROM discs **7**

#### HOW TO OPERATE "GADGET - PAST AS FUTURE"

- Use of the menu screens **9**
- Use of the cursor **13**

#### THE WORLD OF "GADGET - PAST AS FUTURE"

- An introduction **17**
- Route map of the Grand Central Railway **19**
- Gadgets you'll meet on your travels **21**
- The characters **23**
- What to do if you get stuck **26**

#### CREDITS **27**

## HOW TO SET UP GADGET - PAST AS FUTURE



## HOW TO SET UP

Follow these four steps and **Change your display settings** to [65,536 colours/16 bit].

1. From your desktop, right-click on [Properties].
2. From [Display Properties] select [Settings] and set your [Colour Palette] at [High Colour (16 bit)]. Then set your [Desktop Area] at [640 by 480 pixels].
3. If you have changed settings, click on [Apply].
4. A dialog box will appear asking you to confirm your change of system settings. Click on [Yes].

\* [Settings] can also be opened from [Settings] in the [Start] menu or from [My Computer] by choosing [Control Panel] and then [Display].

\*\* If you are using a screen saver, select [Screen Saver] at [Display Properties] and set it at [(None)].

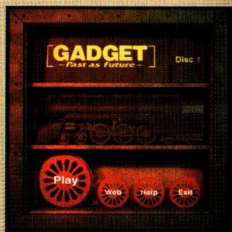
## HOW TO START UP

When you insert Disc 1 of "GADGET -Past as Future" in your CD-ROM drive, a teaser screen will appear. (1)

\* If you are not using QuickTime for Windows 2.1.2 or a later version, the setup program for QuickTime contained in this CD-ROM will automatically start up. QuickTime is necessary in order to play "GADGET -Past as Future".

\*\* If "GADGET -Past as Future" does not start, click on the icon representing the CD-Rom drive from the [Desktop] or the [Windows Explorer] and right-click on [GADGET Uninstall]

\*\*\* If "GADGET -Past as Future" still does not start, go to the [Settings] menu from the [Desktop] and then to [Add/Delete Programs] and select [GADGET-Past as future]. Click on [Add/Delete].



## 1. [Setup] and [Play] [Setup]

Load QuickTime for Windows 2.1.2. When setup is complete, the [Setup] button becomes the [Play] button.

## [Play]

If you click [Play], the prologue movie will start up. When it finishes, play will begin at the opening scene. If you click your mouse while the movie is in progress, buttons will appear at the bottom of your screen.

Press [Start] to go to the opening scene or [Continue] to go to a saved game. (2)

\* If you are playing for the first time, only the [Start] button will appear.

## 2. [Web]

This button enables you to visit the "GADGET -Past as Future" homepage (you need Internet access in order to benefit from this feature).

## 3. [Help]

This button displays the [Help] file. The file contains important information about the settings of your machine, so be sure to read it.

## 4. [Exit] : Click this button to return to your desktop.

\* Saving data for your position in "GADGET -Past as Future" is done at a menu screen (see page 12 for operating instructions).

\*\* To resume play of "GADGET -Past as Future" after quitting, insert the disc that contains the scene you want. There is no need to insert disc 1 first.



## HOW TO QUIT

To quit during play, click the train wheel that appears when you bring the cursor to the bottom of your screen or press the [CTRL] key on your computer's keyboard.

Then press the [Quit] button on the menu screen. You will return to your desktop. (See page 12 for operation of menu screens). You are only able to quit from the menu screen.

You can not call up the menu screen during a movie sequence.



## HOW TO SET UP

### Do you have QuickTime?

You need QuickTime 2.5 or a later version in order to play "GADGET -Past as Future". If you don't have QuickTime 2.5, it can be loaded from this CD-ROM, but first remove earlier versions, such as QuickTime or QuickTime PowerPlug, from your [System Folder]. Restart your Macintosh.

### Change Memory settings

From [Control Panel] in your Apple Menu, choose [Memory] and set [Virtual Memory] at [Off].

### Change Monitor settings

1. From [Control Panel] in your Apple Menu select [Monitors & Sound] (or [Monitors]).
2. Set the [Resolution] of your Monitor at [640 x 480 pixels].

### Reserve Sufficient Unused Memory

From the Apple Menu select [About This Computer...] and verify that [Largest Unused Block] is [9,000K] or more.

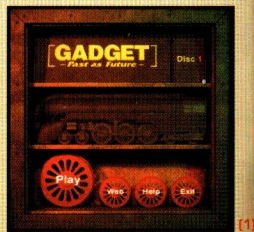
\* If you have less than 9,000K, either increase your memory volume or shut down other application programs and close as many windows on your screen as you can.

## HOW TO START UP

Insert "GADGET -Past as Future" (disc 1) in your CD-ROM drive. If you double-click the "GADGET -Past as Future" icon on your desktop, the teaser screen will be displayed.<sup>(1)</sup>

\* If you are not using QuickTime for Macintosh 2.5 or a later version, the setup program for QuickTime contained in this CD-ROM will automatically start up.

\*\* If the sound stops playing after loading QuickTime 2.5, remove Sound Manager from the extensions folder in your [System Folder] and restart your Macintosh.



(1)

### 1. [Play]

If you click [Play], the prologue movie will start up. When it finishes, play will begin at the opening scene. If you click your mouse while the movie is in progress, buttons will appear at the bottom of your screen.

Press [Start] to go to the opening scene or [Continue] to go to a saved game.<sup>(2)</sup>

\* If you are playing for the first time or have saved no position, only the [Start] button will appear.

### 2. [Web]

This button enables you to visit the "GADGET -Past as Future" homepage (you need Internet access in order to benefit from this feature).

### 3. [Help]

This button displays the [Help] file.

It contains important information about the settings of your machine, so be sure to read it.

### 4. [Exit]

Click this button to return to your desktop.

Saving data for your position in "GADGET -Past as Future" is done at a menu screen (see page 12 for operating instructions).

\* If your hard disc is named [GADGET\_PAF], temporarily change its name.

\*\* When you resume play of "GADGET -Past as Future" after quitting, insert the disc that contains the scene you want. There is no need to insert disc 1 first.



(2)

## HOW TO QUIT

To quit during play, click the train wheel that appears when you bring the cursor to the bottom of your screen or press the command key on your computer's keyboard. Then press the [Quit] button on the menu screen. You will return to your desktop. (See page 12 for operation of menu screens).

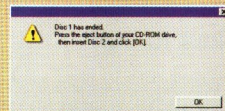
\* You can quit only when you are able to call up the menu screen. You can not quit during a movie sequence.



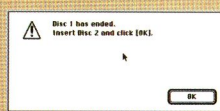
## ABOUT CHANGING CD-ROM DISCS

The story of "GADGET -Past as Future" unfolds over four discs. When events evolve to a certain point, a message will appear on your screen asking you to change discs. Insert the designated disc in your CD-ROM drive, close the tray, and then click [OK] in the message window. The story will continue.

### For Windows 95



### For Macintosh



- Put in the next disc and shut the tray
- Click [OK] in the message window

The story continues...

If you face a problem other than those outlined above, see the CRYO web site:

<http://www.cryo-interactive.com/gadget>

You can contact our Hot Line Desk at the following numbers:

(33) 1 44 65 25 89 and (33) 8 36 68 36 82

You can also contact Synergy Titles Support Desk :

E-mail: [support@synergys.co.jp](mailto:support@synergys.co.jp)

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## HOW TO OPERATE GADGET - PAST AS FUTURE





## USE OF THE MENU SCREENS

In "GADGET -Past as Future" all operations, such as saving or quitting, are done at a menu screen. The menu screen can be called up by clicking the train wheel that appears when you bring the cursor to the bottom of your screen. If you are using Windows 95, you can also call up the menu screen by pressing the [Ctrl] key on your keyboard, or for Macintosh users, press your Command key.

\* Whenever the cursor is not displayed, such as during movies, you will not be able to call up the menu screen.

\* When you resume play of "GADGET -Past as Future" after quitting, insert the disc that contains the scene you want. There is no need to insert disc 1 first.

**[SAVE]**  
Saves data for your current position.

### MESSAGE WINDOW

When your cursor is on a button, the Window tells you what the button does. When you click a button, the Window will ask you to confirm your command.

### [YES] / [NO]

You answer questions from the Message Window by clicking [Yes] or [No].

### SAVE PANELS

The Save Panels display data you have saved. You can save three sets of data. When you save a position, a panel displays a shot from that scene and a description of where the scene takes place.

### [DELETE DATA]

Deletes saved data.

### [EXIT MENU]

Closes the menu screen and returns you to the story.

### [SOUND VOLUME]

Adjusts volume of sound.

### [LOAD]

Loads saved data.

### [QUIT]

Quits "GADGET - Past as Future" and returns you to your desktop.

The menu screen has a number of hidden hot spots. So, before punching buttons, check out some of the gadgets...







### SAVE DATA

- Click [SAVE] on the menu screen.
- Select panel to save
- Click panel
- Save current position
- Click [Yes]
- Update data?  
(Previously saved data exists)
- Click [Yes]

Your data-save operation is complete.



### LOAD DATA

- Click [LOAD] on the menu screen.
  - Select panel to load
  - Click panel
- Your data-load operation is complete.



### DELETE DATA

- Click [DELETE] on the menu screen.
  - Select panel to delete
  - Click panel
  - Delete data?
  - Click [Yes]
- Your data-delete operation is complete.



### ADJUST THE SOUND VOLUME

- Click [SOUND VOLUME] on the menu screen.
- Click the volume you desire on a scale of 0 to 7.
- \* If you advance the volume and still hear nothing, quit and return to the teaser screen where you can read [Help].



### QUIT

- Click [QUIT] on the menu screen.
  - Save position before quitting?
  - Click [Yes] or [No]
- (Selected 'Yes')
- Select panel to save
  - Click panel
  - Update data?  
(Previously saved data exists)
  - Click [Yes]
- Quit "GADGET -Past as Future"?
- Click [Yes]

You return to your desktop



### START FROM A POSITION YOU HAVE SAVED

- Click [Play] on the teaser screen.
- The prologue movie will start up. When it finishes, play will begin at the opening scene. If you click your mouse while the movie is in progress, buttons will appear at the bottom of your screen. Press [Continue]. A menu screen will be displayed.
- Select panel to load
  - Click panel
  - Load data?
  - Click [Yes]

You will begin play from a position you have saved.

"GADGET - Past as Future" is an interactive adventure movie whose story you make happen by clicking things. The game is never over, so save your position when you quit, and save positions during play that you'd like to visit again.



## USE OF THE CURSOR

The world of "GADGET - Past as Future" is made up of two parts: an interactive part in which you make subjective decisions about where to go in 3-D space and a movie part for which you are the audience. In the interactive part you use the cursor displayed on your screen to move, to talk with people, or to perform actions.

### HOW TO MOVE

When you arrive at a point where you can move on your own, the cursor on your screen changes shape. And you can move in three directions: Forward, Right, and Left. With a little practice you'll soon be able to go wherever you want.



Walk ahead



Turn left

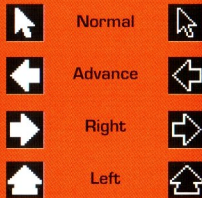


Where you stand



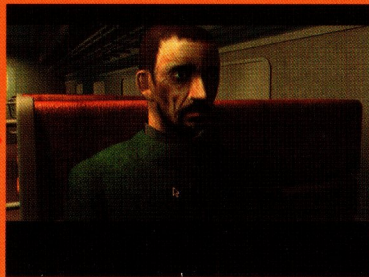
Turn right

### CURSOR SHAPES [Windows] [Macintosh]

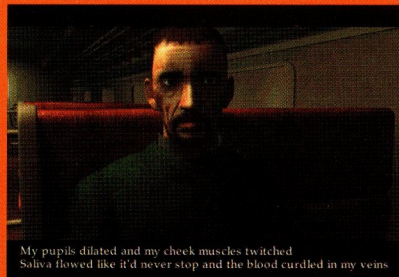


### HOW TO TALK WITH PEOPLE

When you see people on the train or elsewhere, approach and click them. A subtitle may appear. Advance toward people you want to talk to.



Click to pump them for information





## HOW TO PERFORM ACTIONS

The [Normal] cursor is used to open doors, to operate machines, or to look at things close up.

### OPEN A DOOR ?



→ Approach the door



→ Click on the door



→ The door opens.

### TURN ON A RADIO ?



→ Approach the radio

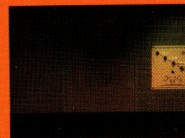


→ Click on the dial



→ The news comes on.

### CHECK THE ROUTE MAP ?



→ Click on the route map



→ You get a close-up view.

### START UP AN HOLOGRAPHIC DEVICE ?



→ Approach it



→ Click it



→ It turns on.

## THE WORLD OF GADGET - PAST AS FUTURE



## AN INTRODUCTION

**In the dark the air is heavy.** The low, abrasive hum of a machine I sometimes hear coming from the room next door doesn't bother me anymore.

I dress and go down at the appointed hour to the lobby, with suitcase in hand. Supreme Commander Slowslop, who's sitting deep in a sofa off to the left of the entrance, glances at me and takes out a photograph. "I want you to establish contact with Horselover."

**In the yellowing photo, seven scientists stand shoulder-to-shoulder.**

Some of their faces I've seen before.

Soon after the dictator Paulo Orlovsky took power, Army Intelligence became suspicious of certain activities of the **IMPERIAL ACADEMY'S** scientists. Later, at the direction of my superiors, I came to the museum of science many times disguised as an ordinary citizen to learn what I could about them.

One day as I was looking at an exhibit, George Tessera suddenly appeared behind me and said, "I have something I want to show you."

At his direction I opened heavy red curtains to expose a strange machine unlike any I'd ever seen. Another man, fiftyish, who gave his name as Charles Reif, stood by the machine. It seems the scientists had known of our interest in them for some time. I had a movie camera hidden on me and it was rolling.

When George switched on the machine it started up with a low hum. As it began slowly to revolve, its lights blinking, an image of a huge vacuum tube formed in my mind. Light beams of different colours shone on the face of Charles, who had seated himself in the apparatus.

Accompanied by a discordant noise the shafts of light came gradually into phase and throbbed, then bore down on him in powerful waves.

His cheek muscles quivered and his strength went out to his fingertips. His body shook violently. Then his head lolled and he went limp.

**The strangeness of that sight...  
I will never forget.**

I suddenly realised that I'd been standing there stupefied, staring at the photograph in my hand. A great emptiness had opened in me. Feeling desolated, I picked up my ticket and headed for the station.

From somewhere in the distance comes the sound of an eight-millimetre camera unwinding. Its grating whirr echoed deep in my ears, waking half-forgotten memories.





## ROUTE MAP OF THE GRAND CENTRAL RAILWAY

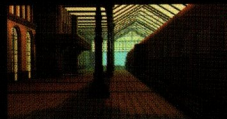
### WEST END

It all starts in Room 306 of the West End Hotel, where Slowslop approaches you and gives you the photo of the scientists. You pick up your ticket and, with suitcase in hand, set out for the station.



### DOWNTOWN

Horselover's associate Wilhelm is waiting for you. The door to the switchman's office opens onto the next platform.



### MUSEUM OF SCIENCE

Station employees and other passengers can help you find your way to the Museum. Here Horselover will approach you for the second time.



The Museum of Science is housed in the former National Academy. In the past Horselover and the other six scientists conducted their experiments here, but following the revolution the Academy was closed. The building is now filled with bizarre exhibits.



West End

Downtown

Museum of Science

Grand Central

National Observatory

Suburbia

East End

### GRAND CENTRAL

The largest station on the line, it is situated midway between East End and West End. The scientist George is waiting for you on the next platform.



Grand Central Railway

The moment you step aboard the streamlined steam locomotive that connects West End to East End your journey begins from which there is no return. Make a point of checking out the people and gadgets you'll see everywhere you go, in stations and on trains. They may help you to solve the riddle of this world.

### NATIONAL OBSERVATORY

This station adjoins the National Observatory to which it is connected by an underground passage. There are benches for passengers in transit near the entrance to the passageway.



You go down a dim passage where a naked lightbulb is swinging. You emerge at the main entrance of the National Observatory. Inside is a huge reflecting telescope that is being used to make observations of a comet that's closing in on earth.

### SUBURBIA

The empty station building rings with silence. The gates are closed and you can't go out. Slowslop is waiting for you on the platform somewhere.



### WATER TOWER

The scientists have secretly built a research laboratory inside the water tower. They're analysing the chemical composition of meteors that have been falling on the Empire.



### EAST END

This is the terminus of the Grand Central Railway. The monorail that goes to the water tower leaves from here. Ask people in the station how to get to the monorail.

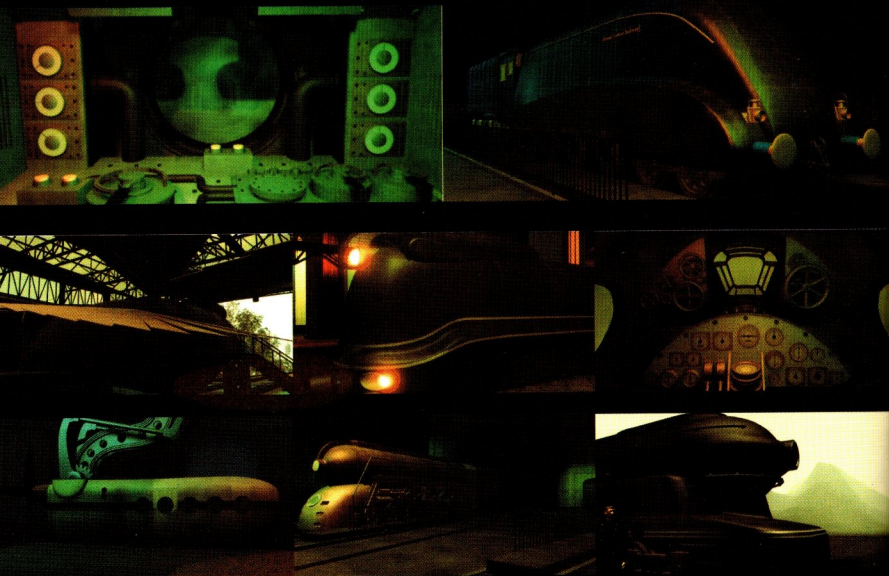




## GADGETS YOU'LL MEET ON YOUR TRAVELS

### MEANS OF TRANSPORTATION

From one destination to the next, you continue your travels in search of information and gadgets. In order to reach your goals, you'll ride in numerous vehicles- trains, a lightplane, a monorail, and others.



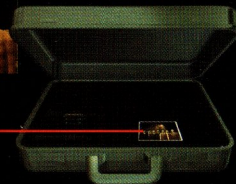
### ALL KINDS OF GADGETS

You will encounter many gadgets as you follow in the tracks of the scientist Horselover. Some will appear before you, others will be handed to you by the scientists, and still others you will learn of from people on the trains. These gadgets are a valuable source of knowledge.



### THE DURALUMIN SUITCASE

The gadgets you pick up you'll shut away in your duralumin suitcase along with the photograph that Slowslop gave you. Some of the gadgets will be handed to you by the scientists, and others you will remove from machines. You'll have occasion to take out and use several of these gadgets.





## THE CHARACTERS



### **THEODORE SLOPSLOP**

He is the mystery man who waits for you in the hotel lobby at West End. He's investigating the suspicious behaviour of the former Academy scientists.



### **HORSELOVER FROST**

A scientist formerly on the staff of the Academy. At his former laboratories, now part of the Museum of Science, he has assembled six associates and is conducting certain experiments.



### **GEORGE TESSERA**

He is a physicist and leading authority on electromagnetic radiation. He is now on leave from the Imperial University's Physics Department and is deeply involved in research at a private facility in East End.



### **WILHELM DRAUN**

He is a noted geologist and mineralogist who is an associate professor of geology at the Imperial University. With George Tessera he analyses the composition of meteors.



### **CHARLES REIF**

Engaged in research in electromagnetic radiation, he is working as George Tessera's associate. He has gathered detailed data on the effect of electromagnetic waves upon human subjects over a range of frequencies.



### **THOMAS REICH**

An authority in the field of mechanical engineering. He is on leave of absence from the Imperial University and is now working, with five other scientists, as an associate of Horselover.



### **JOHN MACNAUGHTON**

Formerly a specialist in astronomy at the Academy, he later studied pharmacology and is now on the staff of the Imperial Army Hospital. He is working in cooperation with Constantine Wallace.



### **CONSTANTINE WALLACE**

A physician with clinical experience in the medical applications of electromagnetic radiation, he is now a resident doctor at the Imperial Army Hospital. Much of his time is spent on research, but occasionally he is directed to examine special patients.





### THE BOY

You first meet him in the hotel elevator. He never says a word, but appears often only to disappear in a mist of enigmatic visions.



### FELLOW PASSENGERS

There are people you meet often on the train or in stations. Some sit dejectedly, others stand staring into the distance. Their words may at first make little sense, but they provide important clues.

### AND ALL THE OTHERS...



## WHAT TO DO IF YOU GET STUCK

### LOOK FOR YOUR ROOM KEY AND SUITCASE

You want to leave your room in the West End Hotel, but a porter stands in your way. Do as the porter says and pick up the suitcase and key that are somewhere in the room.



### LOOK FOR THE ENERGY-PRODUCING METEORITE

Somewhere on the train is a device for analysing meteorites. Turn it on and spin the dials to study each fragment of the meteorite in the collection box. One of the twenty samples displays a phenomenal characteristic.



### SECRETS ARE HIDDEN AMONG THE EXHIBITS AT THE MUSEUM OF SCIENCE

There are many devices on the exhibition floor, and some of them can be turned on. At three places, distinguished by crimson drapes, special events await you.



### WATCH THE MONITOR AT THE UPPER RIGHT OF THE COCKPIT

It's easy to lose your sense of direction when you hurtle through tunnels in your craft. All you have to rely on is the monitor at the upper right of the cockpit. The concentric circles get smaller the closer you are to your destination.





## CREDITS

**Directed by** Haruhiko Shono  
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**Story developed by** Hirokazu Nabekura  
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**Chief designer** Isao Konaka (SYNERGY)  
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**Packaging conception** Sylvie Astié / Un Peu d'air frais



**SYNERGY INC.**

**CRYO**  
INTERACTIVE ENTERTAINMENT

Created and Distributed by SYNERGY Inc.

Adapted in english and published by Cryo Interactive Entertainment

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